

To our customers,

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April 1<sup>st</sup>, 2010  
Renesas Electronics Corporation

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**H8/3217 Series DP-64S  
User System Interface Cable (HS3217ECS61H)  
for E6000 Emulator  
User's Manual**

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## Preface

Thank you for purchasing the E6000 emulator for the Renesas's original microcomputer H8/3217 series.

The HS3217ECS61H is a user system interface cable that connects an H8/300 series E6000 emulator (HS3008EPI60H; hereinafter referred to as the emulator) to the IC socket for a DP-64S package for the H8/3217 series MCU on the user system.

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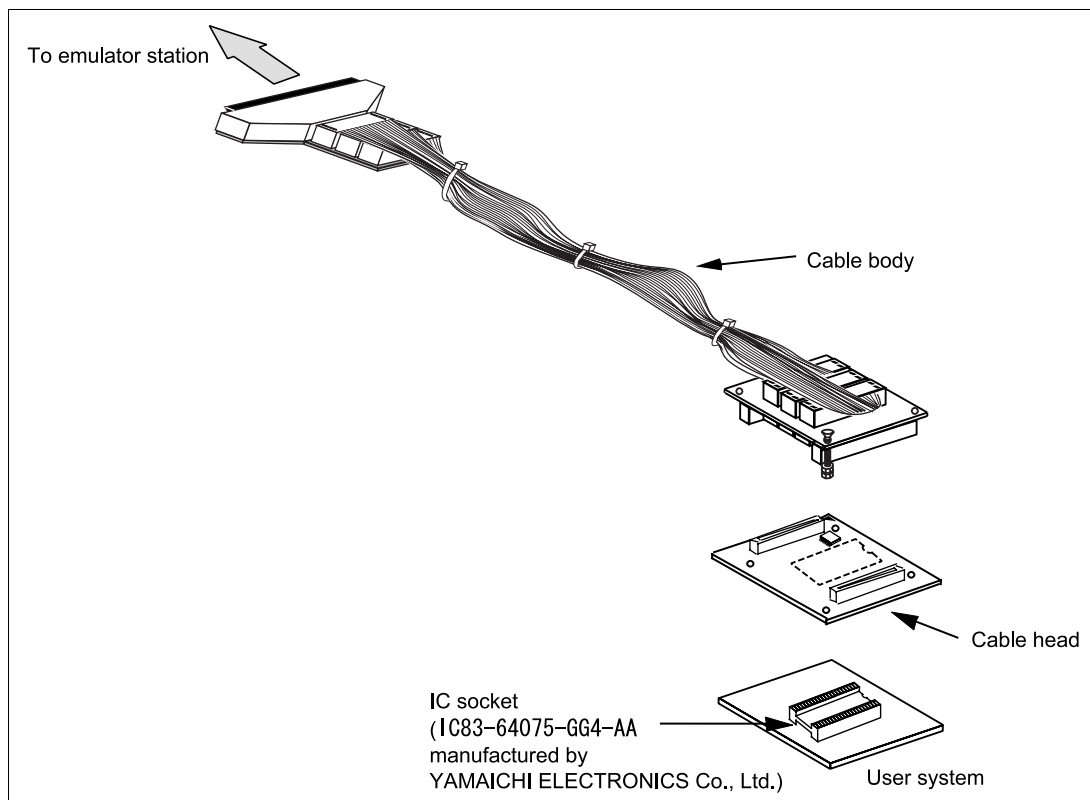
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## Section 1 Configuration

### CAUTION

**Use an IC83-64075-GG4-AA socket (manufactured by YAMAICHI ELECTRONICS Co., Ltd.) for the DP-64S package IC socket on the user system.**

Figure 1 shows the configuration of the HS3217ECS61H user system interface cable for the DP-64S package.



**Figure 1 HS3217ECS61H User System Interface Cable**

Table 1 lists the HS3217ECS61H components. Please make sure you have all of these components when unpacking.

**Table 1      HS3217ECS61H Components**

<b>No.</b>	<b>Component</b>	<b>Quantity</b>	<b>Remarks</b>
1	Cable body	1	Flat cable
2	Cable head	1	
3	IC socket	2	For protection of the DP-64S package
4	Documentation	1	User's manual for HS3217ECS61H (this manual)



## Section 2 Connection Procedures

### 2.1 Connecting User System Interface Cable to Emulator Station

#### **WARNING**

**Observe the precautions listed below. Failure to do so will result in a FIRE HAZARD and will damage the user system and the emulator product or will result in PERSONAL INJURY. The USER PROGRAM will be LOST.**

- 1. Always switch OFF the user system and the emulator product before the USER SYSTEM INTERFACE CABLE is connected to or removed from any part. Before connecting, make sure that pin 1 on both sides are correctly aligned.**
- 2. The user system interface cable dedicated to the emulator must be used.**

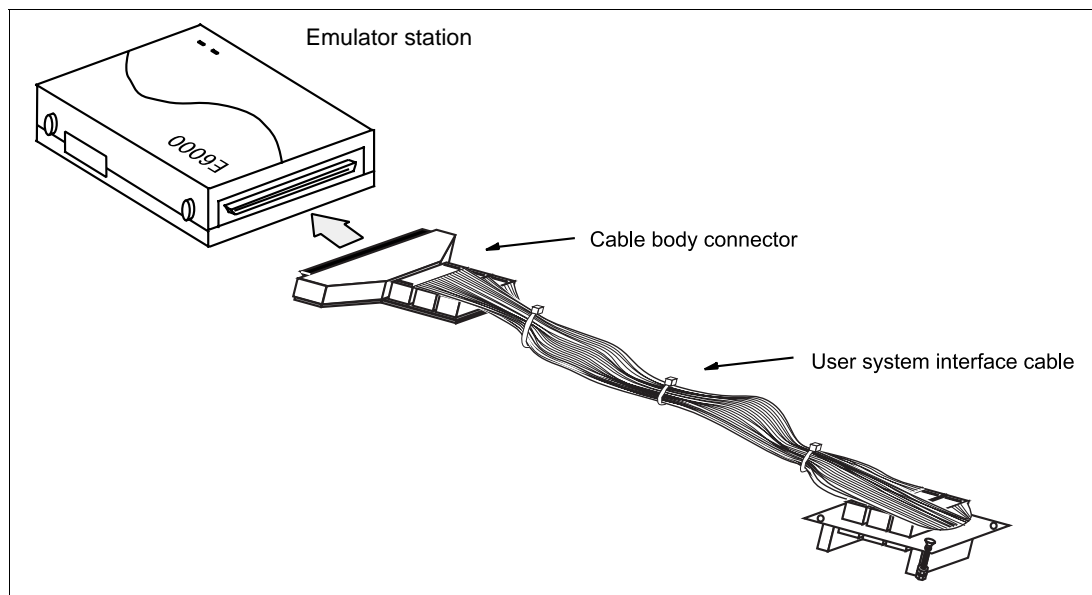
To connect the cable body to the emulator station, follow the instructions below.

1. Make sure the user system and emulator station are turned off.

#### **CAUTION**

**When connecting or removing the user system interface cable, apply force only in the direction suitable for connection or removal, while making sure not to bend or twist the cable or connectors. Otherwise, the connectors will be damaged.**

2. After making sure the direction of the cable body connector is correct, firmly insert the cable body connector into the emulator station socket (figure 2).



**Figure 2 Connecting User System Interface Cable to Emulator Station**

## 2.2 Connecting User System Interface Cable to User System

### **WARNING**

**Always switch OFF the user system and the emulator product before the USER SYSTEM INTERFACE CABLE is connected to or removed from any part. Before connecting, make sure that pin 1 on both sides are correctly aligned. Failure to do so will result in a FIRE HAZARD and will damage the user system and the emulator product or will result in PERSONAL INJURY. The USER PROGRAM will be LOST.**

To connect the cable head to the user system, follow the instructions below.

### 2.2.1 Installing IC Socket

Prepare an IC socket (commercially available) for the DP-64S package and mount it on the user system.

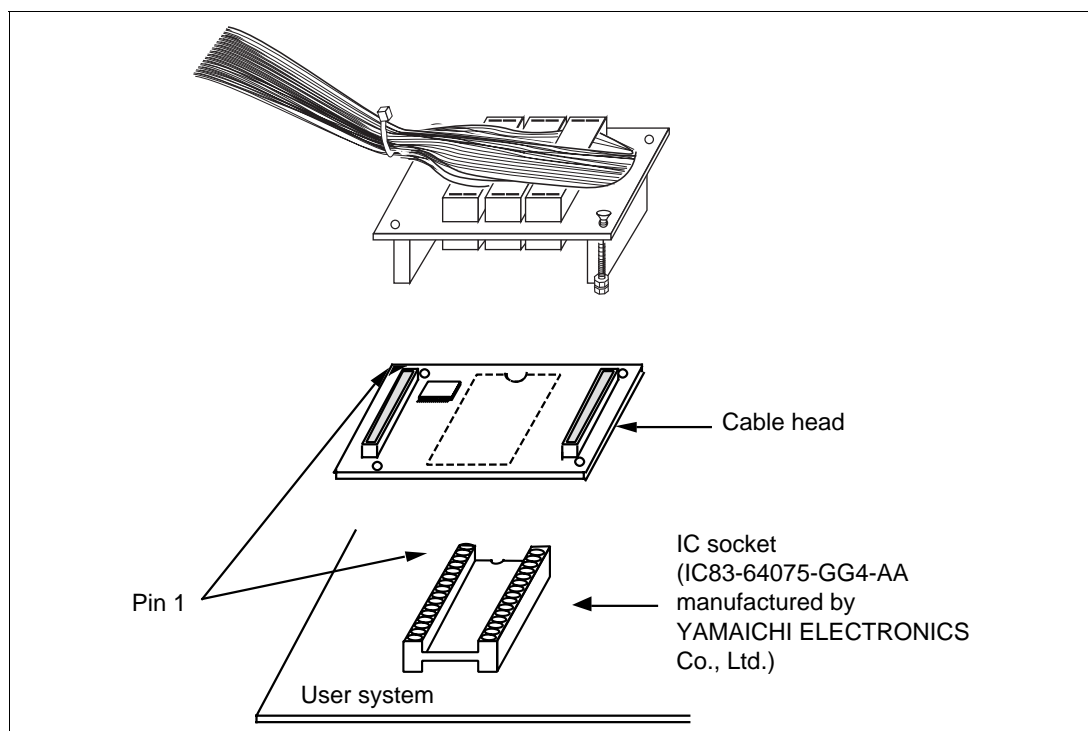
Recommended IC socket: IC83-64075-GG4-AA  
manufactured by YAMAICHI ELECTRONICS Co., Ltd.

### 2.2.2 Inserting Cable Head

### **CAUTION**

**Check the location of pin 1 before inserting.**

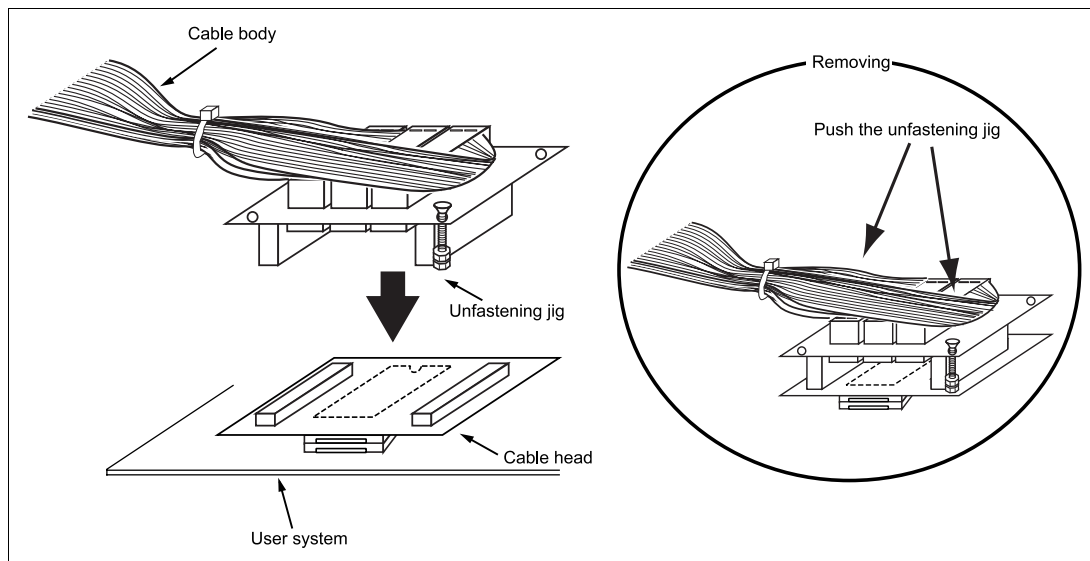
Align pin 1 on the IC socket for a DP-64S package on the user system with pin 1 on the user system interface cable head, and insert the user system interface cable head into the IC socket on the user system, as shown in figure 3.



**Figure 3 Connecting User System Interface Cable to User System**

### 2.2.3 Fastening Cable Body

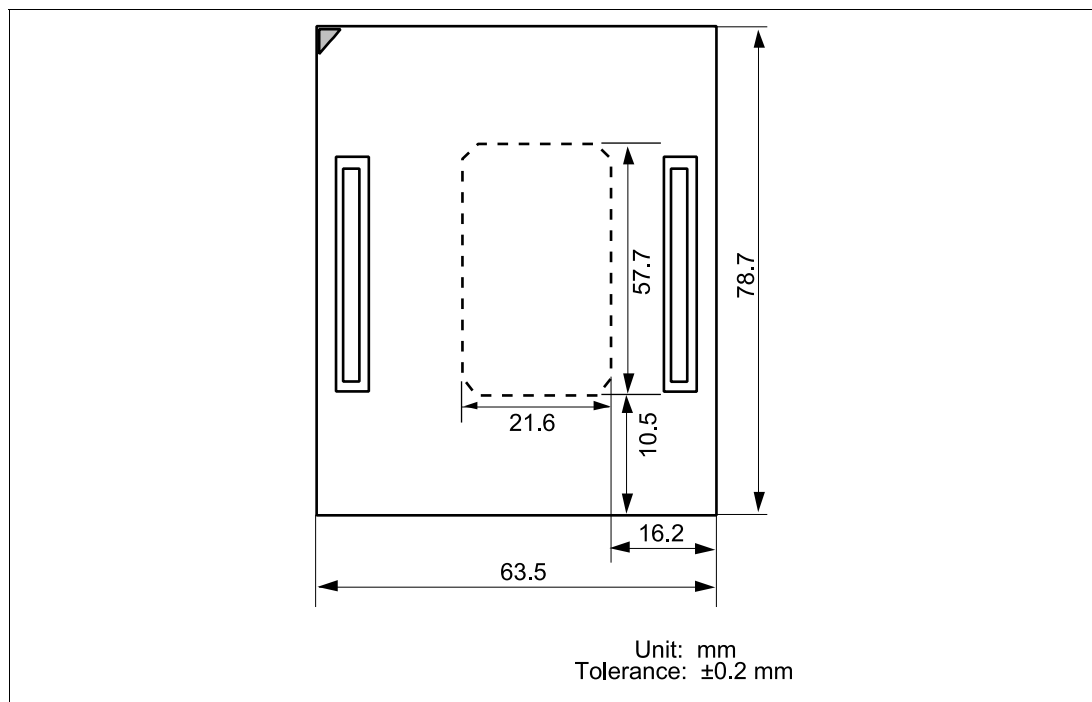
Connect the cable body to the cable head.



**Figure 4 Fastening Cable Body**

## 2.3 Dimensions for User System Interface Cable Head

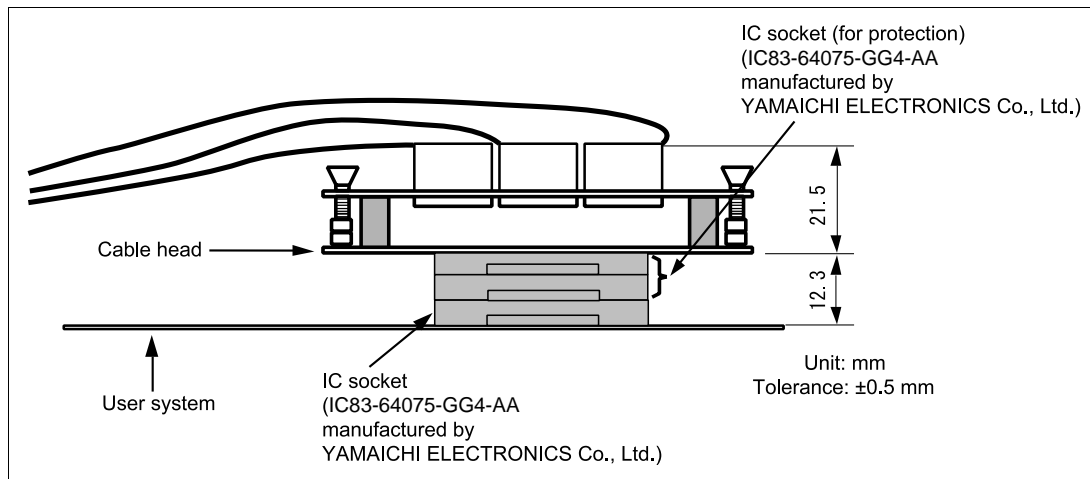
The dimensions for the user system interface cable head are shown in figure 4.



**Figure 5 Dimensions for User System Interface Cable Head**

## 2.4 Resulting Dimensions after Connecting User System Interface Cable

The resulting dimensions, after connecting the user system interface cable head to the user system, are shown in figure 5.



**Figure 6 Resulting Dimensions after Connecting User System Interface Cable**

## Section 3 Verifying Operation

1. When using the H8/300 series E6000 emulator (HS3008EPI60H), turn on the emulator according to the procedures described in the H8/300 Series E6000 Emulator User's Manual (HS3008EPI60HE).
2. Verify the user system interface cable connections by accessing the external memory and ports to check the bus states of the pins. If an error is detected, recheck the soldered IC socket and the location of pin 1.
3. The emulator connected to this user system interface cable supports two kinds of clock sources: an emulator internal clock and an external clock on user system. For details, refer to the H8/300 Series E6000 Emulator User's Manual (HS3008EPI60HE).

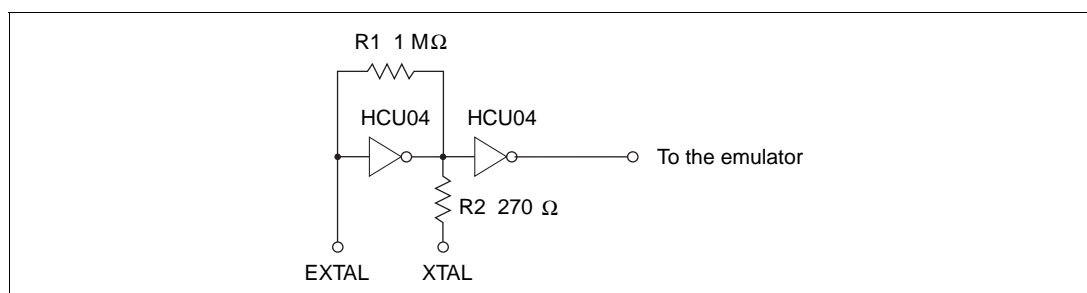
— To use the emulator internal clock

Select the clock in the emulator station as the system clock ( $\phi$ ) by using the CLOCK command (emulator command).

— To use the external clock on the user system as the system clock

Select target clock  $t$  with the CLOCK command (emulator command). Supply the external clock from the user system to the emulator. Insert a crystal oscillator into the EXTAL and XTAL terminals for the system clock. The system clock ( $\phi$ ) has the same frequency as the external clock.

Figure 7 shows the oscillator circuit on the user system interface cable.

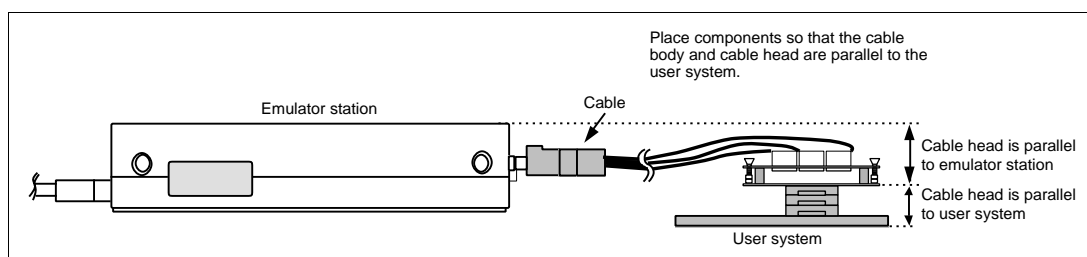


**Figure 7 Oscillator Circuit**



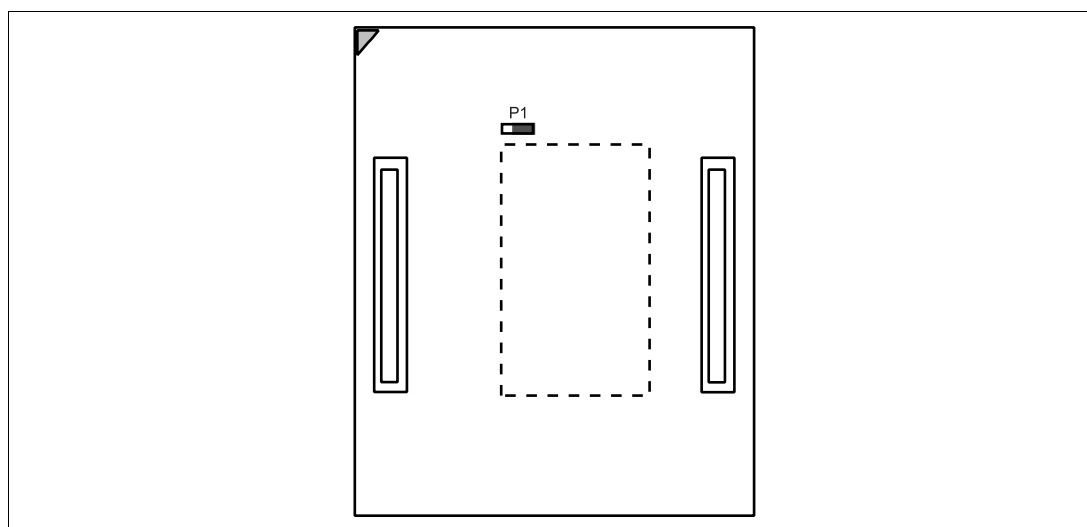
## Section 4 Notice

1. Make sure that pin 1 on the user system IC socket is correctly aligned with pin 1 on the cable head before inserting the cable head into the user system IC socket.
2. This user system interface cable is specifically designed for the HS3008EPI60H emulator. Do not use this cable with any other emulator station.
3. To prevent breaking of wires in the cable body, do not place heavy or sharp metal objects on the user system interface cable.
4. While the emulator station is connected to the user system with the user system interface cable, force must not be applied to the cable head. Place the emulator station, user system interface cable, and user system as shown in the example in figure 7.



**Figure 8 User Cable Location Example**

5. The P1 jumper is used for testing. Do not remove the inserted jumper pin.



**Figure 9 P1 Jumper**